NES—EI—USA

TETRIS*

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

Thank you for selecting the Nintendo Entertainment System® TETRIS* Pak.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

Note:
In the interest of product improvement, Nintendo Entertainment System specification and design are subject to change without notice.

*** "TM AND ©1987 V/O ELECTRONORGTECHNICA ("ELORG"), TETRIS LICENSED TO NINTENDO. ©1989 NINTENDO ALL RIGHTS RESERVED. ORIGINAL CONCEPT, DESIGN AND PROGRAM BY ALEXEY PAZHITNOV."**

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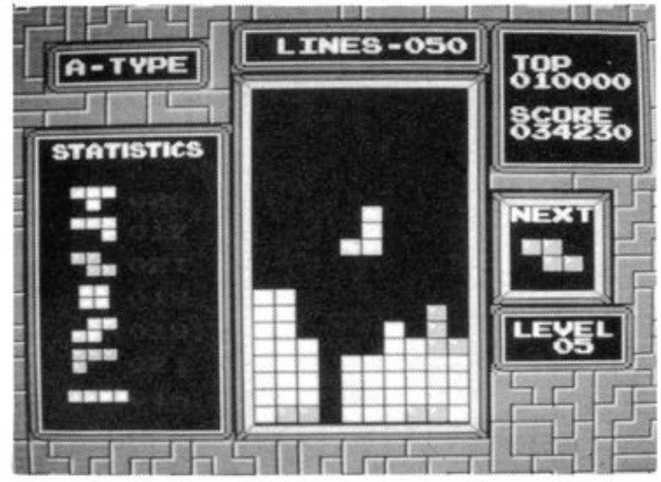
WHAT IS TETRIS?

TETRIS is a new type of puzzle game from the Soviet Union that tests your reflexes. It's really simple to play. Seven different shaped blocks fall down the game field one after the other. The object of the game is to keep the blocks from piling up to the top of the game field. To do this, you can move the blocks to the left and right, and rotate them as they fall. If you can completely fill in one horizontal line, that line disappears and you get points. If the blocks pile up to the top of the game field, then that's the end of the game. TETRIS is simple, easy-to-understand, but difficult to drag yourself away from!

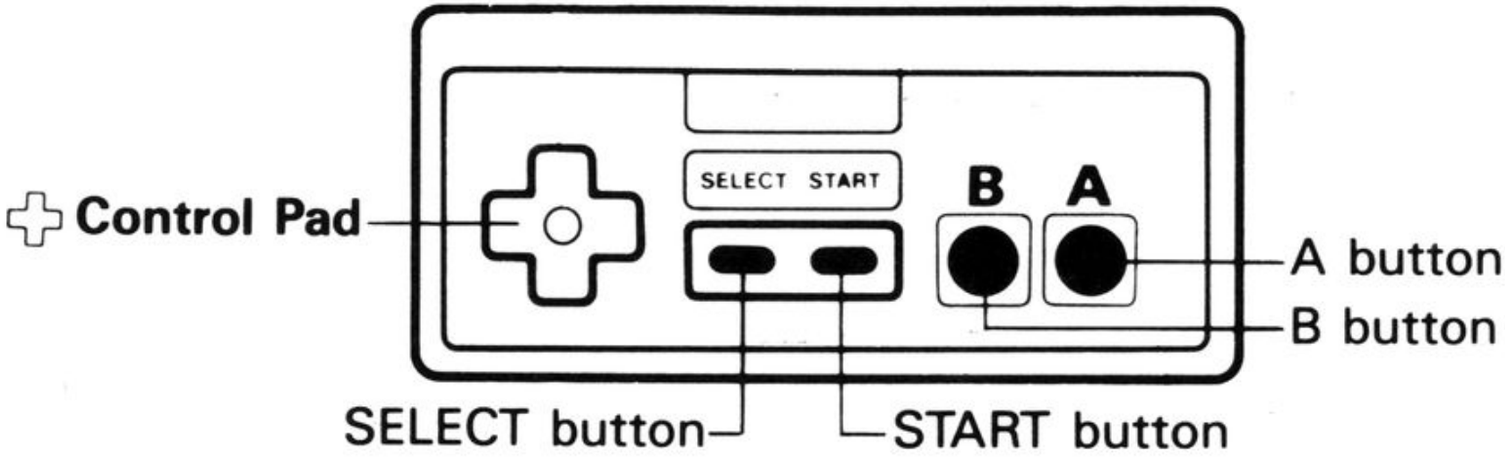
TETRIS originally came from the word "tetra" meaning the number 4. By rearranging four squares, you can make seven different shapes which are the pieces used in this game.

With TETRIS, you can play two types of games: endurance game A, and game B where you play for the highest score at the 25th line.



❑ How to Use the Controls

Controller 1



- Basic Operations

⬅ Moves blocks to the left.
➡ Moves blocks to the right.
⬇ Makes the blocks fall down fast.

Use these controls to select TYPE, LEVEL or HEIGHT.

Select which way to rotate the block while it is falling down:

A Button : Block rotates 90° clockwise each time button is pressed.

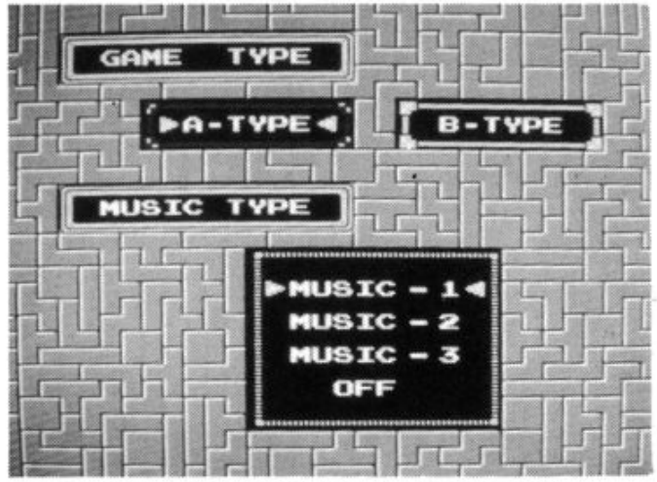
B Button : Block rotates 90° counter-clockwise each time button is pressed.

SELECT button : Use to delete the NEXT display during play. (Press again to restore). This will make the game more difficult as you won't be able to see what the next shape is until it actually appears in the playfield.
START button : Use to start the game.
Press during play to pause. Press again to resume play.

* The license screen will be returned to and the game will be reset if A button, B button and the SELECT button are pressed at the same time during game play. The TOP SCORE will not be erased. (This functions in the same way as the RESET switch.)

❑ HOW TO PLAY

- GAME TYPE/MUSIC TYPE setting screen
  Pick GAME TYPE. (Pick either A-TYPE or B-TYPE.)
  Pick MUSIC TYPE. (Pick either MUSIC-1, -2, -3, or OFF.)



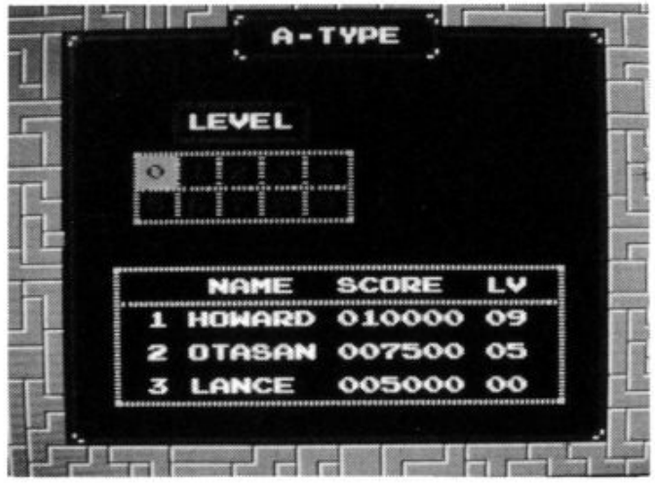
GAME TYPE/MUSIC TYPE setting screen

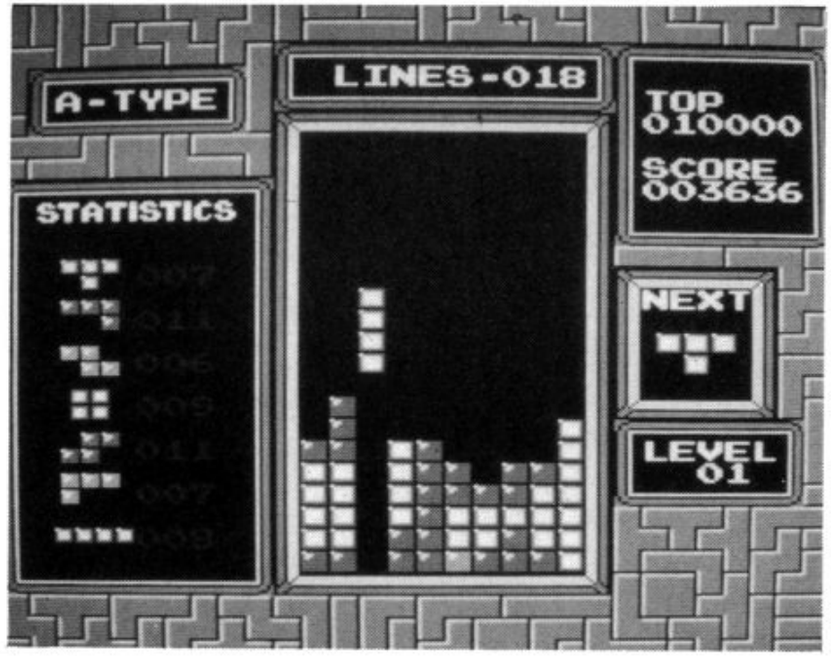
❑ A-TYPE game

This is a test of endurance where you must try to get a high score by completing as many lines as possible.

Choose the LEVEL (falling speed of the blocks) on the LEVEL setting screen. (The higher the LEVEL, the faster the blocks fall down.)
During the course of the game, the LEVEL gradually increases and the game gets increasingly harder. When the blocks have reached the top of the game field, that's the end of the game.

A-TYPE LEVEL setting screen





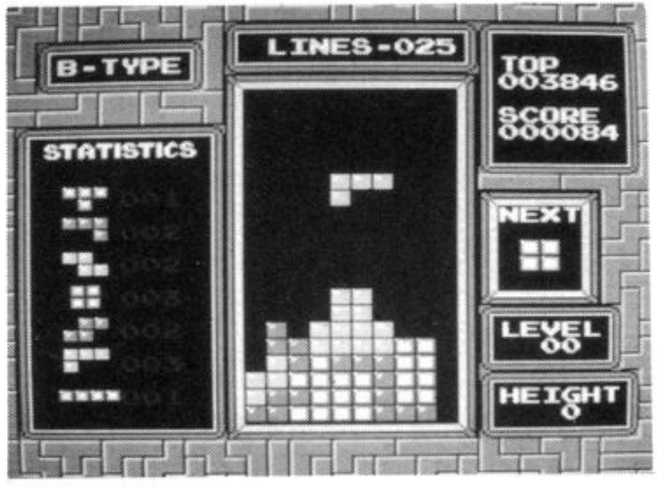
LINES	Shows the total number of lines that have been completed since the start of the game.
SCORE	Shows the score you have earned by completing the lines and dropping blocks.
STATISTICS	Shows the number of each of the seven types of blocks that have fallen so far.
NEXT	Shows the next block. (This can be turned off by pressing SELECT during game play.)
LEVEL	Shows the falling speed of the current block on screen.
PLAYFIELD	This is where the action is.

❑ B-TYPE game

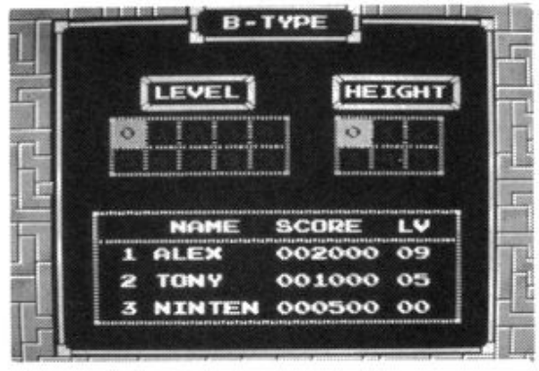
The object of this game is to complete 25 lines.

Select and set LEVEL and HEIGHT (height of the random blocks) at the LEVEL setting screen. The higher the HEIGHT setting, the higher the random blocks are placed at the bottom of the game field.
If the blocks reach the top of the game field, your game is over.

* Game B differs from game A in that the level of the game does not change.



B-TYPE LEVEL Setting Screen



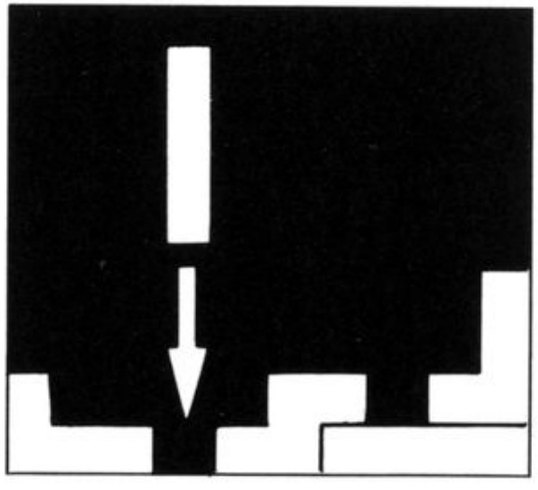
LINES	Shows the remaining number of lines (decreases from 25).
SCORE	Shows the score you have earned by completing the lines.
STATISTICS	Shows the number of the seven types of blocks that have fallen so far.
NEXT	Shows the next block. (This can be turned off by pressing SELECT during game play.)
LEVEL	Shows the falling speed of the current block on screen.
HEIGHT	Shows the height of the random blocks.
PLAYFIELD	This is where the action is.

- TOP SCORE
  The names (up to six letters) and the scores of the top three players can be registered for both games A and B.
  Use the top and bottom of the ✣ Control Pad to select the letter of the alphabet.
  Use the left and right of the ✣ Control Pad, the A button, or the B button to move the cursor.
  Press the START button to go back to the LEVEL setting screen.
  * The top scores will be erased from memory when the power is turned OFF.

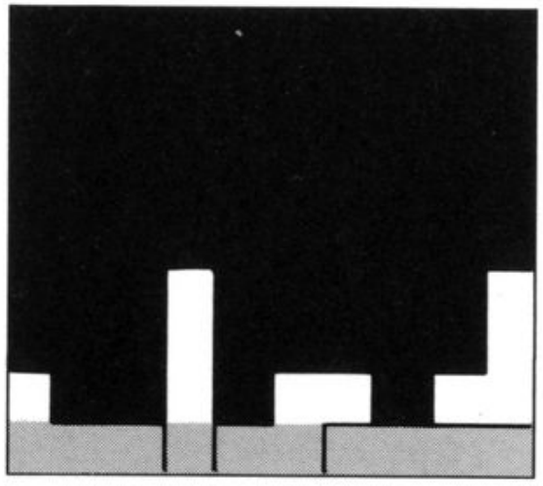
❑ TECHNIQUE

- Remember that there are seven different types of TETRIS blocks.

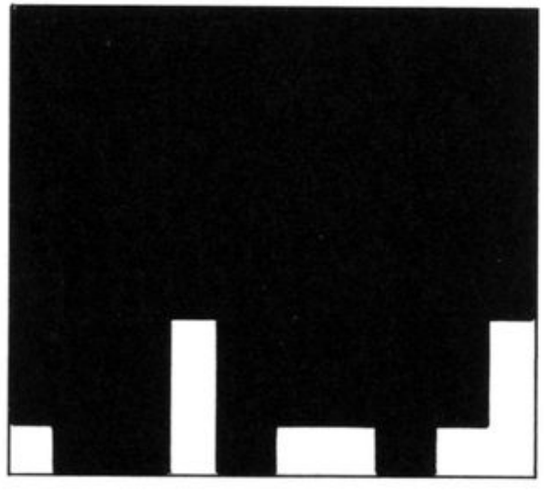
- Line up the blocks to form a single line.



Align the blocks in a horizontal line making sure there are no gaps.



If a complete line with no gaps is formed, that line will disappear from the screen.

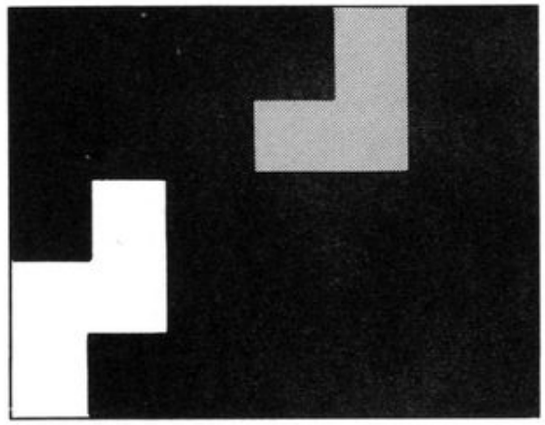


All the blocks remaining on the screen will fall down one line.

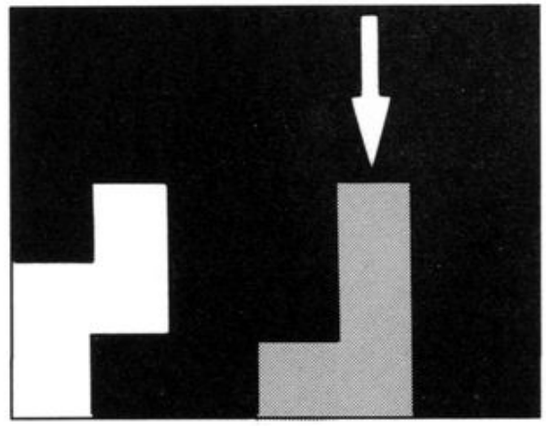
As you get better at the game, you can complete two lines (a double), three lines (a triple) or four lines (a ''TETRIS'') with the drop of one block.
Doubles, triples and TETRISes will result in higher scores.

- What should I do when this happens?

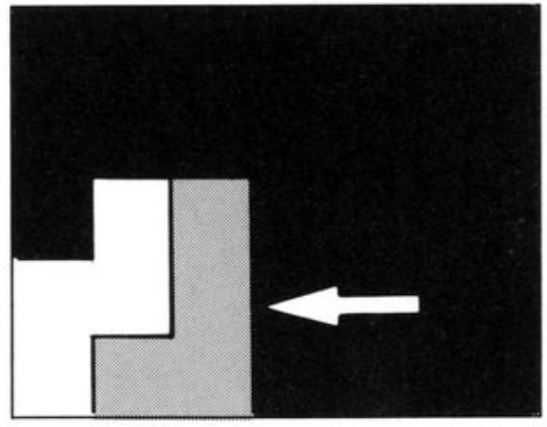
The situation shown in the drawing may occur during the game.



First, don't panic! You may be able to fix the hole with the next block. In this case, wait for the next block to land and slide that block across before the "thud" sound. (See illustrations at right.)



Skillfully link the blocks together to turn a tight situation into a chance for extra points.



❑ How to play more difficult games:

For those of you who think that TETRIS is too easy after mastering LEVEL 9 and HEIGHT 5, hold down A button and press the START button during the LEVEL setting screen. You can enjoy a much faster and more challenging game.
* The falling speed of the blocks will be the preset LEVEL + 10.

❑ About Scoring

- The higher the position that the block is dropped from, the higher the score. If blocks appearing at the top of the game field are dropped by pressing the ↓ of the ✣ Control Pad , the score obtained will change according to the height from which it was dropped.

- Get a high score by completing 2, 3 or 4 lines at once.
  The deeper the pile of lines that is completed, the higher the score, especially when you complete a four-line TETRIS.
  (Scores also differ according to the game level.)

- B-TYPE games
  Once you have dropped 25 lines, you get a bonus score added to your real score.
  Clear score = real score + LEVEL No. x 1000 + HEIGHT x 1000
  * However, the bonus score when you have started play in the high-speed mode is calculated at the original LEVEL No. (LEVEL No. in high-speed mode −10).

Score Table

LEVEL	0	1	2	3	4	5	6	7	8	9
Single	40	80	120	160	200	240	280	320	360	400
Double	100	200	300	400	500	600	700	800	900	1000
Triple	300	600	900	1200	1500	1800	2100	2400	2700	3000
TETRIS	1200	2400	3600	4800	6000	7200	8400	9600	10800	12000

* This table applies to both game A and B.
* The score increases in the same way at LEVEL 10 and higher.

MEMO

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-255-3700. Our Consumer Service Department is in operation from 6:00 A.M. to 6:00 P.M. Pacific Time, Monday through Saturday. Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820 — 150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Reperserntative is unable to solve the problem by phone, he may advice you of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you.(Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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